

	R	1	2	3	4	5	6						
Focus	My Local Area	My Country	My Continent	Our Region	Our World	Everyone's World	Everyone's Future						
Whole School Enquiries		Stories & Celebrations Where in the world...? What is art?											
Year Group Enquiries		What is change? What is darkness? How can we make a Gruffalo? Are Humans animals? Are all plants the same? Where do people live? How are things remembered?											
English *	See Development Matters	Recount Non-chron Explanation Persuasion Discussion Instruction	The Gruffalo Beeju Jack & the Beanstalk Farmer Duck Snail & the Whale Grace & Family	Recount Non-chron Explanation Persuasion Discussion Instruction	Lila & the Secret of Rain The Story Tree	Recount Non-chron Explanation Persuasion Discussion Instruction	Iron Man Gregory Cool Hot Like Fire Krinklekrax	Recount (All) Non-chron Explanation Persuasion Discussion Instruction	Vanishing Village Ice Palace Pebble in my Pocket Persephone Journey to the River Sea	Recount Non-chron Explanation Persuasion Discussion Instruction	Fire, Bed & Bone Cosmic Ice Trap Seasons of Splendour	Recount Non-chron Explanation Persuasion Discussion Instruction	War Horse Floodland The Rabbits
Mathematics	See Development Matters	See the NC documents for specific year group detail.											
Science		Working Scientifically throughout KS1		Working Scientifically throughout I.KS2		Working Scientifically throughout u.KS2							
	Collecting 'data' Observing different groups of 'animals' Difference and similarity Natural and made Size and scale	Plants Animals, inc. Humans Everyday materials Seasonal Changes	Plants Animals, inc. Humans Uses of everyday materials	Animals, inc. Humans Rocks Forces and magnets	Living Things & Their Habitats Animals, inc. Humans States of matter Sound Electricity	All living things Animals, inc. Humans Properties & changes of materials Earth & Space Forces	Animals, inc. Humans Evolution & inheritance Light Electricity						
Computing	Basic programming (instructions) Using IT for purpose Terminology of computing	Algorithms Create, organize, store, retrieve content Recognize common info beyond school	Create & debug Logical reasoning Safety & respect	Design, write & solve problems in programs Sequence, selection & repetition in programs	Logical reasoning Detect and correct errors Computer network & collaboration	Internet search engines Digital content, intellectual property & online respect	Design, write and debug programs to control Collecting, analyzing, evaluating & presenting of data & information						
Geography	The school My street Travelling Bristol as a city with different parts	Understanding range, location & scale UK: 4 countries Directions: NESW Study of: Bristol & equiv non-Euro country (Somalia?) Aerials photos and maps Seasons/weather	Oceans Continents Equators & Poles Different map scales and Atlas'	Physical Geography Environmental regions Physical features UK regions and features	Locate world's countries (Europe & Russia) Sim. & diff. of environmental regions in UK, Europe & North or South America Longitude & Latitude, 8 compass points etc	Human Geography Countries Maps & references (6 fig) Cities	Future population Sustainable Living Spaces Change of land use						
History	My history My Family Past, present and future	Passing of time Changes within living memory Significant local historical events	People affect recent past Significant events beyond living memory	Antiquity Ancient Civilisation Stone Age to Iron Age Local History Study	Society Non-European society (Benin)	Invasion	Legacy An aspect of British history beyond 1066						
DT: Food	Eating Raw & Cooking Growing ingredients	How seasons affect food	Varied diet		Healthy diets	Cooking savory food Sourcing ingredients	Cooking techniques Food security						
DT: DMA	Choosing to make Combine Cutting, sticking, fixing	Design: purpose, function, appeal; templates & mock-ups Make: cutting, shaping, joining, finishing Evaluate: existing products, design criteria Tech: Structures stronger, stiffer, more stable; mechanisms		Design: innovation, function, appeal aimed at specific groups Make: use a range of tools – accurately Evaluate: existing products, views of others & specific design criteria Tech: Cams, gears, pulleys, links and leverages		Design: generate, develop, model; discuss, sketch, prototype, pattern & CAD Make: select accordingly to material and component qualities Evaluate: key events and individuals have shaped the world Tech: Electrical systems; programming, monitor and control products							
Art	Choosing to create 'something' Artists and 'art' Materials and media	Range of materials Art forms: Draw, paint, sculpt Colour, pattern, line, shape, form and space Range of artists, craft makers, designers – making links with own work		Increasingly accuracy, control Increasing awareness of forms of art Improve mastery of media within forms, inc. sketching Great artists		Increasingly accuracy, control Increasing awareness of forms of art Improve mastery of media within forms, inc. review & revisit Great architects and designers							
Music	Play instruments Detect differences between sounds Listen to range of music	Use voices – sing, chant and rhyme Play tuned and un-tuned instruments musically Listen to live and recorded music Create, select and combine sounds		Play and perform ensemble and solo Improve and compose Aural memory – recall sounds, live and recorded music from different traditions, great composers and musicians Understand staff and other musical notations – history of music									
		Master basic movements, inc. balance, agility and co-ordination Team games – attacking and defending Dances using simple movements		Core skills in isolation & combination, inc. improving and achieving personal best Competitive games Flexibility, strength, technique, control and balance Perform dance – movement patterns OAA & Swimming (inc. 25 m, strokes and self-rescue)									

* All Text Types: Persuasion, Report, Discussion etc are mapped onto the 39-week plan.

